If you are using a printed copy of this procedure, and not the on-screen version, then you <u>MUST</u> make sure the dates at the bottom of the printed copy and the on-screen version match.

The on-screen version of the Collider-Accelerator Department Procedure is the Official Version.

Hard copies of all signed, official, C-A Operating Procedures are kept on file in the C-A ESHQ

Training Office, Bldg. 911A.

C-A OPERATIONS PROCEDURES MANUAL

ATTACHMENT

4.56.ae U Downstream Sweep Checklist

C-A-OPM Pr	rocedures in which	h this Attachment is use	d.
4.56			
	Hand Processed	Changes	
HPC No.	<u>Date</u>	Page Nos.	<u>Initials</u>
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U DOWNSTREAM SWEEP CHECKLIST

Team le	ader Operator 2
Time:	Date:
IF any p	Warning: E A SWEEP IS COMPLETE, ANY WORKER LEFT IN THE ENCLOSURE MUST HAVE A CA(EB005) KEY. Dersonnel are encountered during the sweep, THEN determine whether their work will be completed in a short time. THEN contact the OC to see if the sweep should be aborted or the workers asked to be to obtain a CA(EB005) key. IF the work will be completed in a SHORT time, THEN write the name(s) of the workers at the end of the checklist and verify that they leave the enclosure WITH the sweep team.
U DRequTLEWall	persons to perform the sweep, ownstream Sweep Checklist for C-A-OPM-ATT 4.56.ae (one sheet) uired Tools: at least one flashlight, O, Alarming (chirping) Self Reading Dosimeter (SRD) and Pencil Type (SRD) kie-talkie s: Controlled Access (EB005) Sweep/Reset (EB004) keys, and AA256A key for weather doors.
<u>Check</u> 12.	Team Leader contacts MCR to verify that U Downstream is on Controlled Access AND that gate UGI1 is RESET. IF UGI1 was found to be NOT RESET (step 1) then abort the sweep; RESET it and continue. Note: To RESET UG11, U Upstream must be swept per C-A-OPM-ATT 4.56.x
3. 4.	Sweep Team goes to U Downstream gate (UGE2). Team Leader requests simultaneous release from MCR.
	Note: The Operator in the MCR must hold the UGE2 gate release on the PanelView until the gate is closed.
567891011.	Team leader opens UGE2 gate by turning the CA(EB005) in the OPEN key-switch while Operator in MCR presses simultaneous release for gate UGE2. Team Leader radios operator in MCR to report they have entered and the gate is closed. Sweep Team walks through the labyrinth to the W line. Sweep Team crosses under the W line and walks downstream to the end of the U line. Operator #2 starts the sweep by resetting the check station 1 at the extreme downstream end of the U line with the S/R(EB004) key in the SWEEP key switch. Observe the AREA SECURED amber lamp light for two seconds. Sweep Team sweeps upstream to the UGE3 labyrinth
12. 13. 14. 15.	Team Leader stands static watch in the U line at the entrance to the UGE3 labyrinth. Operator #2 walks to UGE3 at the end of the labyrinth. Operator #2 resets the check station 2 at inside of UGE3 with the S/R(EB004) key in the SWEEP key switch. Observe the AREA SECURED amber lamp light for two seconds.

CONTINUED ON REVERSE SIDE

Note:

The Operator will use AA256A key to open the weather doors and return to the U Line.

Operator #2 sweeps out the labyrinth to the U line and rejoins Team Leader. 16. Sweep Team Sweeps Upstream to the Crotch where U and W line are joined. 17. Team Leader stands static watch at U/W crotch. 18. Operator #2 walks downstream in the W line to the end at gate UED1. 19. Operator #2 resets gate UED1 with the S/R(EB004) key in the RESET key switch. 20. 21. Observe the Gate SECURED amber lamp light if the gate was not previously reset. 22. Operator #2 resets check station number 3 inside UED1 with the S/R(EB004) key in the SWEEP key switch. 23. Observe the AREA SECURED amber lamp light for two seconds. 24. Operator #2 sweeps out the labyrinth to the W line and checks a top shield blocks. Operator #2 sweeps upstream to the U line and rejoins team leader. 25. Operator #2 walks upstream in the U line to the UGI1 gate. 26. Operator #2 resets check station number 4 at UGI1 with the S/R(EB004) key in the SWEEP key 27. switch. 28. Observe the AREA SECURED amber lamp light for two seconds. Observe the AREA SECURED amber lamp is lit for U Upstream. 29. Operator #2 sweeps upstream to U/W Crotch and rejoins Team Leader. 30. Sweep Team sweeps out the labyrinth to gate UGE2. 31. 32. Operator #2 ends the sweep by resetting check station number 5 inside UGE2 with the

S/R(EB004) key in the SWEEP key switch. Observe area secured light will light.

Team Leader calls an operator in the MCR for a simultaneous release before opening UGE2.

Note:

The Operator in the MCR must hold the UGE2 gate release on the PanelView until the gate is closed.

34. Sweep Team sweeps through UGE2 after operator in MCR gives the release. Team Leader radios operator in MCR to report UGE2 is closed. 35. 36. Observe the AREA SECURED amber light will remain lighted. 37. Team Leader confirms with an operator in the MCR that the sweep is OK. 38. Sweep Team (at conclusion of all sweeps) returns to MCR. 39. Capture CA (EB005) and S/R (EB004) keys in the key tree. 40. Reset Gates UGE3 and UGE2 in MCR. Confirm Gates UGE3 and UGE2 are reset using PanelView. 41. 42. Team Leader files completed checklist in Completed Sweep Checklist Binder.

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